
USING GAMES IN EDUCATION PART II

SPRING 2009



FREE EDUCATIONAL GAMES

■ Geography

Discover the World

(<http://club.live.com/Pages/Games/GamePlay.aspx?game=Clink&mode=play>)

- Can you keep up with Matt Lauer?
- Select a puzzle and give it a try.
- Consult the map thumbtacks, and then answer questions about his past whereabouts.
- Check Live Search to see if you're right.

FREE EDUCATIONAL GAMES

■ Other Areas

- There are other games that teach relevant and interesting topics such as:
 - Outbreak at Watersedge (<http://www.mclph.umn.edu/watersedge/>)
 - This game introduces you to the world of public health as you help discover the source of the outbreak that has hit the small community of Watersedge and stop it before more residents get sick.
 - *Virtual-U* (www.virtual-u.org)
 - Virtual U provides students, teachers, and parents the unique opportunity to step into the decision-making shoes of a university president.
 - Players are responsible for establishing and monitoring all the major components of an institution, including everything from faculty salaries to campus parking.
 - Carabella goes to College (www.privacyactivism.org)
 - Originally, this game was about finding the right balance between privacy and convenience.
 - However, the game is being expanded now as a year long project.

EDUCATIONAL GAMES RESOURCES

- Educational computer games can be either purchased or acquired as freeware.
- These games can be acquired as freeware at the following sites:
 - Math Games
 - <http://www.subtangent.com/maths/games.php>
 - Free Software Downloads and Software Reviews
 - http://www.download.com/3120-20_4-0.html?tg=dl-20&qt=educational%20games&tag=srch

EDUCATIONAL GAMES RESOURCES (CONT.)

- ❑ *Freeware Home: Free Software Downloads*
 - <http://freewarehome.com/>
- ❑ *Free Educational Software Downloads Freeware Files.com*
 - http://www.freewarefiles.com/cat_1_13_Educational-Games.html

GROUP DYNAMIC

- **Kinetic City Lab Car (<http://www.kineticcity.com/labcar/>)**
 - ❑ Each participant will go to the above address and explore four games that the instructor will show (20 minutes).
 - ❑ Each participant will give his or her opinion about each game (strengths and weaknesses). (10 minutes)
 - ❑ Rate the games with the categories previously given.
 - ❑ The entire group will be divided into two sub groups: A and B.
 - ❑ Each sub group will discuss the individual opinions, advantages and disadvantages of computer educational games in general to obtain consensus per game. (10 minutes)
 - ❑ Each group member will talk about a single game, but he or she will talk about the **group's** stand about that particular game. Each member can talk only once (10 minutes)
 - ❑ Sub group A will support the importance of all computer educational games and sub group B will remark the disadvantages and problems of these games (10 minutes).
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ADVANTAGES AND DISADVANTAGES OF COMPUTER EDUCATIONAL GAMES

■ Advantages

- ❑ Provides a more engaging learning environment, since a game by nature can provide exciting roles to players.
- ❑ Facilitates learning by providing more visual (colors, textures, etc.) and audio (music, sound effects, etc.) stimulation.
- ❑ Helps meaningful learning by associating new knowledge with existing knowledge.
- ❑ Students learn by doing, instead by just listening.

■ Disadvantages

- ❑ Increase a student's dependency on technology in order to acquire knowledge or skills*.
- ❑ Searching for online games could lead students to computer viruses, spyware, etc. if their computer systems are not adequately protected.
- ❑ Spending too much time on a computer can cause eye-strain, carpal tunnel syndrome and other health problems.
- ❑ Computer educational games may not be found for many specific topics yet; or they might be in different languages.

VIRTUAL WORLDS

- Often mistaken for games, they are computer-based simulated environments intended for its users to inhabit and interact via avatars.
- These avatars are usually depicted as textual, two-dimensional, or three-dimensional graphical representations.
- The computer accesses a computer-simulated world and presents perceptual stimuli to the user, who in turn can manipulate elements of the modeled world.
- Such modeled worlds may appear similar to the real world or instead depict fantasy worlds.
- The model world may simulate rules based on the real world or some hybrid fantasy world. Example rules are gravity, topography, locomotion, real-time actions, and communication. Communication between users has ranged from text, graphical icons, visual gesture, sound, and rarely, forms using touch and balance senses.

VIRTUAL WORLDS

- The model world may simulate rules based on the real world or some hybrid fantasy world.
 - Example rules are:
 - gravity
 - topography
 - locomotion
 - real-time actions
 - communication
 - Communication between users has ranged from text, graphical icons, visual gesture, sound, and rarely, forms using touch and balance senses.
 - Some examples of virtual worlds include: Second Life, There, and Active Worlds.
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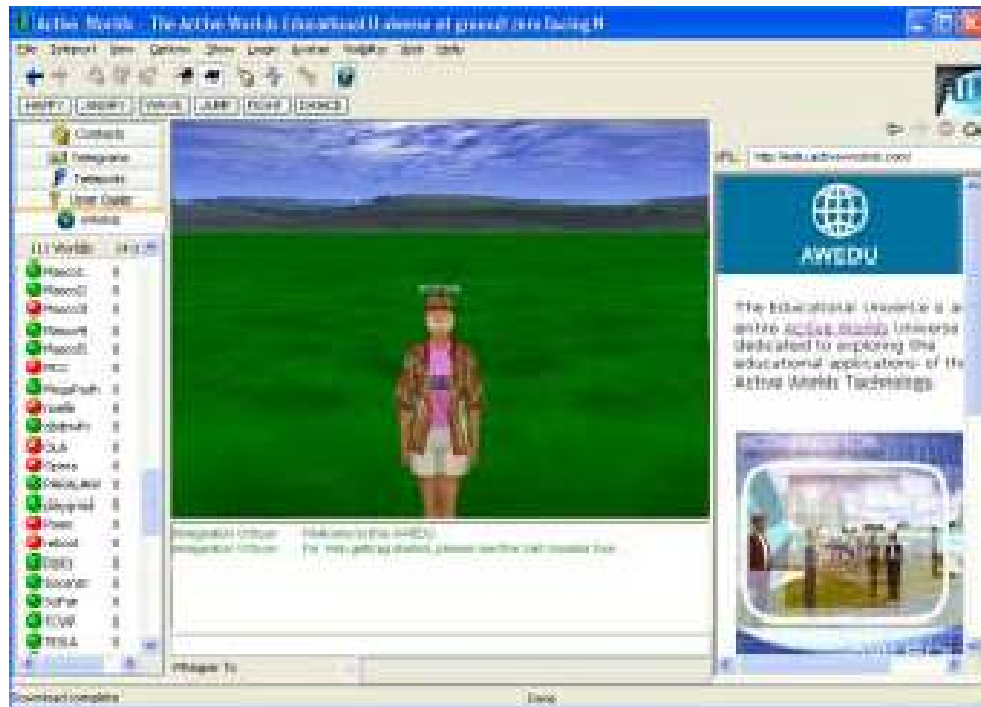
SECOND LIFE

- Here is a sample video explaining some features of Second Life.



ACTIVE WORLDS

- Here is a sample video of a user exploring Active Worlds



THERE

- Here are two sample videos:
 - The first video shows the user interface.
 - In contrast, the second shows of a special event in There.



WORKSHOP

- **NOTE:** Before you begin, remember to save all your work into your flash drive.
- 1. Find in the Internet two or three educational games that are related to your preferred topic.
- 2. Test these games and determine if they are suitable for your audience. Select at least one game (preferably two)
- 3. Create a 20 slide PowerPoint presentation that describes your topic, its importance, explain some of its main concepts, and discuss some educational games that associated with it to motivate students.
 - Make sure that you include two or three screenshots of each game that you will discuss.
- 4. Add special effects, transitions, and custom animation to your slides as necessary. Furthermore, use footers, except for the first slide.

WORKSHOP

5. Create a video demonstration of yourself playing the game using **Bulent's Screen Recorder**. Produce that video as **avi**, **wmv**, or **mpeg** format. The video can be with or without audio.
6. Incorporate this video into your **PowerPoint** presentation. Make sure that the video occupies the entire slide. Save your work and Minimize PowerPoint.
7. Create a script that you will use to narrate your entire PowerPoint presentation.
8. Using **Bulent's Screen Recorder** and your script, create a screen recording of your PowerPoint presentation. Before recording the screen, maximize PowerPoint.
9. When you are done, stop the recording with **F7** and produce it (either as AVI or WMV).
10. Present your work to the rest of the class.